

Quadere Lendou

CHARACTER NAME

Cleric 9

CLASS & LEVEL

Githzerai

RACE

Acolyte

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

18

+4

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ +2 Intelligence
- ☒ +8 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☒ +10 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +6 History (Int)
- ☒ +8 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☒ +8 Medicine (Wis)
- ☒ +10 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

18

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I see omens in every event and action. The gods try to speak to us, we just need to listen.

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

PERSONALITY TRAITS

The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

mace

+4

1d6

dagger

+6

1d4+2*

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons

Languages.
Common, Elvish, Gith, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

mace, scale mail, dagger, sentinel shield (see reverse), holy symbol, common clothes, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, 50 ft. hempen rope, prayer book, 5 sticks of incense, vestments, 2 potions of healing

EQUIPMENT

Ritual Casting.

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Channel Divinity (2/rest).

CD: Turn Undead.

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

Destroy Undead.

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its CR 1 or lower.

CD: Read Thoughts.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

Blessings of Knowledge.

You gain proficiency in Arcana and Nature and your proficiency bonus is doubled for any ability check you make that uses either of those skills. (Already figured in)

Potent Spellcasting.

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

FEATURES & TRAITS



Quadere Lendou

CHARACTER NAME

45

AGE

Yellow

EYES

6 ft.

HEIGHT

Sallow

SKIN

160 lbs.

WEIGHT

Gray

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Shelter of the Faithful.

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

CHARACTER BACKSTORY

Mental Discipline.

You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the shield spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the detect thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

sentinel shield

While holding this shield, you have advantage on initiative rolls and Wisdom (Perception) checks. The shield is emblazoned with a symbol of an eye.

TREASURE



Cleric

SPELLCASTING CLASS

Wisdom

16

+8

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Light

Sacred Flame

Spare the Dying

3

3

☐ Nondetection

☐ Speak with Dead

☐ Beacon of Hope

☐ Mass Healing Word

☐ Spirit Guardians

6

☐

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☐

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☐

1

4

☐ Command

☐ Identify

☐ Bless

☐ Cure Wounds

☐ Guiding Bolt

☐ Healing Word

4

3

☐ Arcane Eye

☐ Confusion

☐ Freedom of Movement

☐ Stone Shape

2

3

☐ Augury

☐ Suggestion

☐ Lesser Restoration

☐ Prayer of Healing

☐ Spiritual Weapon

5

1

☐ Legend Lore

☐ Scrying

☐ Mass Cure Wounds

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